CROSS-REFERENCES TO RELATED APPLICATIONS

Priority is claimed from application no. 60/169,309 filed 1/28/2000, which is incorporated herein by reference.

The paragraph beginning on page 2 line 18:

In accordance with one aspect of an exemplary embodiment of the present invention, incremental interpolation techniques are used to reduce repetitive and heavy floating point number calculations/conversions associated with the typical texel blending/morphing process. The preferred embodiment computes an incremental morph parameter t for each texel component based on a previous value(s) and change rate (e.g., image frame rate and the time duration of the morphing process). Initial and incremental morph parameter values can be computed in advance for each texel component during a preliminary morph preparation background process. Then, during a subsequent real-time morphing process, these initial and incremental parameter values are applied incrementally to morph the texel components toward target texel component values.

The paragraph beginning on page 3 line 17:

In accordance with another aspect of the exemplary preferred embodiment of the invention, incremental interpolation can be applied each frame time or other morphing period to less than all of texels being morphed. For example, some texels can be incrementally interpolated during a particular frame, other texels can be incrementally interpolated during a subsequent frame, etc . -- so that all texels are incrementally

interpolated across a certain (preferably small) number of frames without requiring each texel to be interpolated every frame. Such interlacing of incremental interpolation can significantly reduce computational load without introducing significant image artifacts.

The paragraph beginning on page 4 line 9:

One significant and advantageous application of the present invention is to allow dynamic generation of a virtually infinite number of video game characters and other textured objects "on the fly" using morphing procedures within home video game systems, personal computer graphics cards, and other inexpensive graphics systems. It is possible to pre-construct a number of objects with certain geometry and textures as primary sources and targets (" morph terminals"), and then use the texture morphing features to smoothly transform textures in real time between such objects to generate a sequence of continuous intermediate objects along morphing paths between the morph terminals. Since the preferred embodiment stores each set of intermediate morphed texture values as a texture map, any such intermediate texture map can be used as a source texture map for a further texture morphing operation along the same or different morph path.

The title on page 8 line 18:

A New Texture Morphing Process Provided by the Preferred Embodiment of the Present Invention

683549